SET08101 :: WEB TECH LECTURE 00 (WEEK 1)

MODULE OVERVIEW

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TL/DR

This is all the important stuff that you need to know about how this module will be managed and run during the rest of this trimester.

AIMS

At the end of this section of the module you will be able to:
   * Explain how the module works
   * Explain what effort is expected from you
   * Understand when the class meets
   * Understand how the module will be assessed

OVERVIEW

- Class Meetings

- Assessment

- Moodle

- Contact

- Commitments

- Module Texts

- Goals

- Lecture Plan

- Lab Plan

CLASS MEETINGS

- All meetings are on a Tuesday

- **Labs**

  - 11AM-1PM Kilby.01/02/03/04/05

  - 3PM-5PM Kilby.01/02/03

  - If other students in the pods then tell me & I will move them

  - Simon + Demonstrator(s) at all lab sessions

- Lab sessions mostly programming exercises (from the workbook)

- **Lecture**

  - 9AM -11AM, Merchiston A17

  - Mixture of lecture, class discussion, & peer learning activities

  - ***If you want me to shut up then you have to contribute. The more you get involved then the less time I have available to flap my lips***

ASSESSMENT

- Two Practical Courseworks | No Exam

- Weighting is **40% for CW1** & **60% for CW2**

- Extensions & extenuating circumstances - **Napier fit to sit policy**

    - Visit the pages, select the required form, complete it & email it to s.wells@napier.ac.uk

- Courseworks will be handed out together so that you can plan ahead & decide how to organise your time.

- Coursework#1 - **Structured Coursework:**

    - Due in around week 7 (with demos during lab sessions that week & the following week)

- Coursework#2 - **Short Personal Project:**

- Handed out around week 7

- Due in around week 12 (with demos during lab sessions that week & the following week)

- NB. Week 12 is after the Easter break

- No Exam

    - Means you need to get to grips with the practical work as soon as possible then keep working….

    - Just because there is no exam doesn't mean you don't need to know anything. Lectures tie the practical work together. If you understand how it all fits then you can achieve more.

MARKING

- This is not school/college

- We don't get full marks just for doing what is asked

- We also don't get told everything we need to know (e.g. in lectures)

- Subscribe to the idea that **we read for a degree** & that **lectures/labs are starting points & not destinations** - you must use the self-directed learning time each week to go beyond the learning materials.

- To get a first class mark (>70%) you must generally have gone beyond the topics discussed in class & demonstrated that you have followed your own learning path.

- Roughly (for coursework assignments):

  - 40%+ indicates Acceptable Work

  - 50%+ indicates Good Work

  - 60%+ indicates Very Good Work

  - 70%+ indicates Excellent Work,

  - 80%+ indicates Outstanding Work,

  - 90%+ indicates Exemplary Work (tending towards perfection)

MODULE MATERIALS

- All module materials will be archived in Moodle & on the module website: http://siwells.github.io/set08101/

- Code examples will be made available via a Git repository (pushed to Github):

  - https://github.com/siwells/set08101

- Most module communications with be either during timetabled events (i.e. at a lab or lecture) or via Moodle

  - So check your @napier email FREQUENTLY (i.e. at least once per day if not more)

COMMUNICATION

- (1) Timetabled, (2) Electronically, (3) Physically

- Methods:

  - Module Coordinator: Simon Wells (Merchiston C37)

  - Email - s.wells@napier.ac.uk

- Dropping by my office is an unreliable way to get my attention (Usually if I'm in my office it is because either [1] I have something that needs doing or [2] I've organised a meeting

- Email me & organise a meeting so that I can dedicate time & attention to you.

COMMITMENTS

- At least 12 hours/week

- Attendance at Labs & Classes accounts for about 4 hours/week

- The remaining 8 hours comes from:

  - Background reading,

  - Practical work,

  - Directed study

BACKGROUND READING

- You **read** for a degree

- You don't just read the things you are given (or just do the exercises that are set out) - these are just starting positions & pointers into the wider knowledge domain

- NB. The best thing about computing is that you don't need a lab. You can go away and program whatever you like. You are limited only by your imagination

    - & if you have no ideas (yet) then it is perfectly fine to copy & steal other people's ideas (purely as learning exercises of course) - Pull apart other people's code, see how they did, learn what you can put into your toolbox for later.

CORE TEXT

- Most cutting edge information is available online (books about web technologies usually out of date by the time [probably before] the tree is dead)

- Main Text: The Module Workbook

  - Download from Moodle (with src in the module Git repo)

  - Updated Week-by-Week

  - Contains exercises, explanatory notes, pointers to further reading, exercises, &c. & builds on the lecture topics

ADDITIONAL TEXTS

- Supplement the core text, providing additional depth & opportunities for synergy & structure

- University Library

- https://link.springer.com/

  - Introducing Web Development

  - Practical Web Design for Absolute Beginners

  - Moving to Responsive Web Design

  - Beginning Responsive Web Design with HTML 5 and CSS3

  - Sustainable Web Ecosystem Design

- Plus a whole host of other books on CSS, HTML, Javascript, Node, &c. - important to read around the subject

GOALS

- What do we expect to learn in this module?

LECTURE PLAN

1. Module Overview & Intro

2. Data (HTML5) - Hypertext & Hypermedia

3. Style (CSS3) - Adding visual appeal & more

4. Dynamics (Javascript) - Web Programming

5. Principles of Web Design & Development

6. The Server side - Node JS & Data Storage

7. RESTful Design

8. JS Libraries & Frameworks: JQuery, Angular, React, Backbone, Vue

9. Responsive Design + Bootstrap & related projects

10. Web Standards & Accessibility

11. Security & Privacy

12. Coda & Review

LAB/PRACTICAL PLAN

1. Hello Web

2. HTML5

3. CSS3

4. Javascript

5. Web Design & Development

6. Node JS & Data Storage (CouchDB, MongoDB)

7. RESTful Design

8. Demos for assignment #1 (week #1)

9. Demos for assignment #1 (Week #2)

10. JS Libraries & Frameworks: JQuery, Angular, React, Backbone, Vue

11. Responsive Design + Bootstrap & related projects

12. Demos for assignment #2 (Week #1)

13. Demos for assignment #2 (Week #2)